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|-------------------------|---|
| 1. Record Nr. | UNINA990003199780403321 |
| Titolo | Sociology and Religion : A Book of Readings / Norman Birnbaum, Gertrud Lenzer |
| Pubbl/distr/stampa | Englewood Cliffs : Prentice-Hall, \c\1969 |
| Descrizione fisica | X, 452 p. ; 23 cm |
| Disciplina | 13510
13520 |
| Locazione | SE |
| Collocazione | S
13510 BIR |
| Lingua di pubblicazione | Italiano |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| 2. Record Nr. | UNINA9910349270203321 |
| Titolo | Advances in Visual Computing : 14th International Symposium on Visual Computing, ISVC 2019, Lake Tahoe, NV, USA, October 7–9, 2019, Proceedings, Part I // edited by George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Daniela Ushizima, Sek Chai, Shinjiro Sueda, Xin Lin, Aidong Lu, Daniel Thalmann, Chaoli Wang, Panpan Xu |
| Pubbl/distr/stampa | Cham : , : Springer International Publishing : , : Imprint : Springer, , 2019 |
| ISBN | 9783030337209
3030337200 |
| Edizione | [1st ed. 2019.] |
| Descrizione fisica | 1 online resource (xxxv, 698 pages) |
| Collana | Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 11844 |
| Disciplina | 006.6
006.4 |
| Soggetti | Pattern recognition systems
Image processing - Digital techniques
Computer vision
Artificial intelligence
Computer engineering
Computer networks
Data protection
Automated Pattern Recognition |

Computer Imaging, Vision, Pattern Recognition and Graphics
Artificial Intelligence
Computer Engineering and Networks
Data and Information Security

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Deep Learning I -- Application of Image Classification for Fine-Grained Nudity Detection -- DeepGRU: Deep Gesture Recognition Utility -- Delineation of Road Networks Using Deep Residual Neural Networks and Iterative Hough Transform -- DomainSiam: Domain-Aware Siamese Network for Visual Object Tracking -- Reconstruction Error Aware Pruning for Accelerating Neural Networks -- Computer Graphics I -- Bioinspired Simulation of Knotting Hagsh -- Interactive 3D Visualization for Monitoring and Analysis of Geographical Trac Data of Various Domains -- Propagate and Pair: A Single-Pass Approach to Critical Point Pairing in Reeb Graphs -- Real-Time Ray Tracing with SphericallyProjected Object Data -- Underwater Photogrammetry Reconstruction: GPU Texture Generation from Videos Captured via AUV -- Segmentation/Recognition -- Adaptive Attention Model for Lidar Instance Segmentation -- View Dependent Surface Material Recognition -- 3D Visual Object Detection from Monocular Images -- Skin Identification Using Deep Convolutional Neural Network -- Resolution-independent meshes of superpixels -- Video Analysis and Event Recognition -- Automatic Video Colorization using 3D Conditional Generative Adversarial Networks -- Improving Visual Reasoning With Attention Alignment -- Multi-Camera Temporal Grouping for Play/Break Event Detection in Soccer Games -- Trajectory Prediction by Coupling Scene-LSTM with Human Movement LSTM -- Augmented Curiosity: Depth and Optical Flow Prediction for Ecient Exploration -- Visualization -- Information Visualization for Highlighting Conicts in Educational Timetabling Problems -- ContourNet: Salient Local Contour Identification for Blob Detection in Plasma Fusion Simulation Data -- Mutual Information-Based Texture Spectral Similarity Criterion -- Accurate Computation of Interval Volume Measures for Improving Histograms -- Ant-SNE: Tracking Community Evolution via Animated t-SNE -- ST: Computational Vision, AI and Mathematical Methods for Biomedical and Biological Image Analysis -- Automated Segmentation of the Pectoral Muscle in Axial Breast MR Images -- Angio-AI: Cerebral Perfusion Angiography with Machine Learning -- Conformal Welding for Brain-Intelligence Analysis -- Learning Graph Cut Class Prototypes for Thigh CT Tissue Identification -- Automatic Estimation of Arterial Input Function in Digital Subtraction Angiography -- Biometrics -- One-Shot-Learning for Visual Lip-Based Biometric Authentication -- Age Group and Gender Classification of Unconstrained Faces -- Ecient 3D Face Recognition in Uncontrolled Environment -- Pupil Center Localization Using SOMA and CNN -- Real-Time Face Features Localization with Recurrent Rened Dense CNN Architectures -- Virtual Reality I -- Estimation of the distance between ngertips using silhouette and texture information of dorsal of hand -- Measuring

Reectance of Anisotropic Materials using Two Handheld Cameras --
FunPlogs - A Serious Puzzle Mini-Game for Learning
Fundamental Programming Principles Using Visual Scripting --
Automatic camera path generation from 360 video -- Highlighting
Techniques for 360 Degree Virtual Reality and Their Immersive
Authoring -- Applications I -- Jitter-free registration for Unmanned
Aerial Vehicle Videos -- Heart Rate Based Face Synthesis for Pulse
Estimation -- Light-weight Novel View Synthesis for Casual Multiview
Photography -- DeepPrivacy: A generative adversarial network for face
anonymization -- Swarm Optimization Algorithm for Road Bypass
Extrapolation -- ST: Vision for Remote Sensing and Infrastructure
Inspection -- Concrete Crack Pixel Classification using an Encoder
Decoder Based Deep Learning Architecture -- A Geometry-based
Method for the Spatio-temporal Detection of Cracks in 4D-
Reconstructions -- An Automatic Digital Terrain Generation Technique
for Terrestrial Sensing and Virtual Reality Applications -- Rebar
Detection and Localization for Non-Destructive Infrastructure
Evaluation using Deep Residual Networks -- Computer Graphics II --
Intrinsic Decomposition by learning from Varying Lighting Conditions
-- Pixel2Field: Single Image Transformation to Physical Field of Sports
Videos -- UnrealGT: Using Unreal Engine to Generate Ground Truth
Datasets -- Fast Omnidirectional Depth Densication.

Sommario/riassunto

This book constitutes the refereed proceedings of the 14th International Symposium on Visual Computing, ISVC 2019, held in Lake Tahoe, NV, USA in October 2019. The 100 papers presented in this double volume were carefully reviewed and selected from 163 submissions. The papers are organized into the following topical sections: Deep Learning I; Computer Graphics I; Segmentation/Recognition; Video Analysis and Event Recognition; Visualization; ST: Computational Vision, AI and Mathematical methods for Biomedical and Biological Image Analysis; Biometrics; Virtual Reality I; Applications I; ST: Vision for Remote Sensing and Infrastructure Inspection; Computer Graphics II; Applications II; Deep Learning II; Virtual Reality II; Object Recognition/Detection/Categorization; and Poster.
